

CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:
 - an interactive game, wherein for each play of said interactive game, a predetermined game outcome which is either a winning game outcome or a losing game outcome is obtained from a finite pool of game outcomes;
 - a plurality of playing symbols in the interactive game, wherein for each interactive game, a set of first playing symbols is formed from a plurality of said symbols and a set of second playing symbols is formed from a plurality of said symbols, wherein each of said second playing symbols is associated with a respective one of said first playing symbols;
 - at least one predetermined designation associated with said first playing symbols;
- 15 a display device adapted to display the interactive game; and a processor operable with said display device to control the play of the interactive game by:
 - (a) displaying the set of first playing symbols to a player;
 - (b) enabling the player to designate a subset of the displayed first playing symbols to replace;
 - (c) if the player's designation is consistent with the predetermined designation associated with said first playing symbols:
 - (i) displaying the second playing symbol associated with at least one of the first playing symbols, and
 - (ii) providing said predetermined game outcome to the player, and
 - (d) if the player's designation is inconsistent with the predetermined designation associated with said first playing symbols:

(i) displaying a modification of the player's designated subset of the first playing symbols, wherein independent of the player's designation, said modification causes the displayed playing symbols to correspond to the predetermined game outcome, and

5 (ii) providing said predetermined game outcome to the player.

2. The gaming device of Claim 1, wherein the displayed playing symbols which correspond to the predetermined game outcome includes at
10 least one of the second playing symbols associated with at least one of the first playing symbols.

3. The gaming device of Claim 1, wherein said displayed modification includes a sequence of images indicative of alternative playing
15 symbols.

4. The gaming device of Claim 1, wherein said displayed modification includes a morphing display in which said one of the first symbols is transformed into the second symbol associated with said first symbol.

20 5. The gaming device of Claim 1, wherein said displayed modification includes an animation sequence of images.

6. The gaming device of Claim 1, wherein each of the first playing
25 symbols represents a respective first playing card and each of the second playing symbols represents a respective second playing card.

7. The gaming device of Claim 1, wherein each of the first playing symbols represents a respective first reel symbol and each of the second playing symbols represents a respective second reel symbol.

5 8. The gaming device of Claim 1, wherein the subset of the displayed first symbols includes zero, one or a plurality of said first symbols to replace.

9. The gaming device of Claim 1, wherein the set of first playing
10 symbols has a different number of playing symbols than said set of second playing symbols.

10. The gaming device of Claim 9, wherein the set of first playing symbols has more playing symbols than said set of second playing symbols.

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11. The gaming device of Claim 9, wherein the set of first playing symbols has less playing symbols than said set of second playing symbols.

12. The gaming device of Claim 1, wherein said finite pool of game
20 outcomes is stored in a memory device of said gaming device.

13. The gaming device of Claim 12, wherein said memory device is selected from the group consisting of a magnetic disk, a read only memory, a compact disk read only memory and a random access memory.

14. The gaming device of Claim 1, which includes a payout schedule in said interactive game, wherein said first playing symbols correspond to a first winning symbol set in said payout schedule and symbols selected from
5 said first and second playing symbols correspond to a second winning symbol set in said payout schedule, and wherein said second winning symbol set is associated with a higher payout in said payout schedule than the first winning symbol set.

10 15. The gaming device of Claim 14, wherein the displayed playing symbols which correspond to the predetermined game outcome are the symbols of said second winning symbol set.

15 16. The gaming device of Claim 14, wherein the first and second winning symbol sets correspond to respective poker hands.

17. The gaming device of Claim 14, wherein the first and second winning symbol sets correspond to respective sets of reel symbols.

18. A gaming device comprising:
- an interactive game, wherein for each play of said interactive game, a predetermined game outcome which is either a winning game outcome or a losing game outcome is obtained from a finite pool of game outcomes;
- a plurality of playing symbols in the interactive game, wherein for each interactive game, a set of first playing symbols is formed from a plurality of said symbols and a set of second playing symbols is formed from a plurality of said symbols, wherein each of said second playing symbols is associated with a respective one of said first playing symbols;
- at least one predetermined designation associated with said first playing symbols;
- a display device adapted to display the interactive game; and
- a processor operable with said display device to control the play of the interactive game by:
- (a) displaying the set of first playing symbols to a player;
- (b) enabling the player to designate a subset of the displayed first playing symbols to replace;
- (c) if the player's designation is consistent with the predetermined designation associated with said first playing symbols:
- (i) displaying at least one of the first playing symbols, and
- (ii) providing said predetermined game outcome to the player, and
- (d) if the player's designation is inconsistent with the predetermined designation associated with said first playing symbols:
- (i) displaying a modification of the player's designated subset of the first playing symbols, wherein independent of the player's

designation, said modification causes the displayed playing symbols to correspond to the predetermined game outcome, and

(ii) providing said predetermined game outcome to the player.

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19. The gaming device of Claim 18, wherein the displayed playing symbols which correspond to the predetermined game outcome include at least one of the first playing symbols.

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20. The gaming device of Claim 18, wherein said displayed modification includes a sequence of images indicative of alternative playing symbols.

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21. The gaming device of Claim 18, wherein said displayed modification includes a morphing display in which said one of the first symbols is transformed into the second symbol associated with said first symbol.

22. The gaming device of Claim 18, wherein said displayed modification includes an animation sequence of images.

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23. The gaming device of Claim 18, wherein each of the first playing symbols represents a respective first playing card and each of the second playing symbols represents a respective second playing card.

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24. The gaming device of Claim 18, wherein each of the first playing symbols represents a respective first reel symbol and each of the second playing symbols represents a respective second reel symbol.

25. The gaming device of Claim 18, wherein the subset of the displayed first symbols includes zero, one or a plurality of said first symbols to replace.

5 26. The gaming device of Claim 18, wherein the set of first playing symbols has a different number of playing symbols than said set of second playing symbols.

10 27. The gaming device of Claim 26, wherein the set of first playing symbols has more playing symbols than said set of second playing symbols.

28. The gaming device of Claim 26, wherein the set of first playing symbols has less playing symbols than said set of second playing symbols.

15 29. The gaming device of Claim 18, wherein said finite pool of game outcomes is stored in a memory device of said gaming device.

20 30. The gaming device of Claim 29, wherein said memory device is selected from the group consisting of a magnetic disk, a read only memory, a compact disk read only memory and a random access memory.

25 31. The gaming device of Claim 18, which includes a payout schedule in said interactive game, wherein said first playing symbols correspond to a first winning symbol set in said payout schedule and symbols selected from said first and second playing symbols correspond to a second winning symbol set in said payout schedule, and wherein said second winning symbol set is associated with a higher payout in said payout schedule than the first winning symbol set.

32. The gaming device of Claim 31, wherein the displayed playing symbols which correspond to the predetermined game outcome are the symbols of said second winning symbol set.

5 33. The gaming device of Claim 31, wherein the first and second winning symbol sets correspond to respective poker hands.

34. The gaming device of Claim 31, wherein the first and second winning symbol sets correspond to respective sets of reel symbols.

35. A gaming device comprising:
- an interactive game, wherein for each play of said interactive game, a predetermined game outcome which is either a winning game outcome or a losing game outcome is obtained from a finite pool of game outcomes;
- a plurality of playing symbols in the interactive game, wherein for each interactive game, a set of first playing symbols is formed from a plurality of said symbols and a set of second playing symbols is formed from a plurality of said symbols, wherein each of said second playing symbols is associated with a respective one of said first playing symbols;
- at least one predetermined designation associated with said first playing symbols;
- a display device adapted to display the interactive game; and
- a processor operable with said display device to control the play of the interactive game by:
- (a) displaying the set of first playing symbols to a player;
- (b) enabling the player to designate a subset of the displayed first playing symbols to replace;
- (c) displaying a subset of the second playing symbols associated with the subset of the first playing symbols designated by the player to be replaced;
- (d) if the player's designation is consistent with the predetermined designation associated with said first playing symbols:
- (i) displaying at least one of the first playing symbols,
- and
- (ii) providing said predetermined game outcome to the player, and
- (e) if the player's designation is inconsistent with the predetermined designation associated with said first playing symbols:

(i) displaying a modification of the player's designated subset of the first playing symbols, wherein independent of the player's designation, said modification causes the displayed playing symbols to correspond to the predetermined game outcome, and

5 (ii) providing said predetermined game outcome to the player.

36. The gaming device of Claim 35, wherein the displayed playing symbols which correspond to the predetermined game outcome include at
10 least one of the first playing symbols.

37. The gaming device of Claim 35, wherein said displayed modification includes a sequence of images indicative of alternative playing symbols.

15 38. The gaming device of Claim 35, wherein said displayed modification includes a morphing display in which said one of the first symbols is transformed into the second symbol associated with said first symbol.

20 39. The gaming device of Claim 35, wherein said displayed modification includes an animation sequence of images.

40. The gaming device of Claim 35, wherein each of the first playing symbols represents a respective first playing card and each of the second
25 playing symbols represents a respective second playing card.

41. The gaming device of Claim 35, wherein each of the first playing symbols represents a respective first reel symbol and each of the second playing symbols represents a respective second reel symbol.

42. The gaming device of Claim 35, wherein the subset of the displayed first symbols includes zero, one or a plurality of said first symbols to replace.

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43. The gaming device of Claim 35, wherein the set of first playing symbols has a different number of playing symbols than said set of second playing symbols.

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44. The gaming device of Claim 43, wherein the set of first playing symbols has more playing symbols than said set of second playing symbols.

45. The gaming device of Claim 43, wherein the set of first playing symbols has less playing symbols than said set of second playing symbols.

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46. The gaming device of Claim 35, wherein said finite pool of game outcomes is stored in a memory device of said gaming device.

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47. The gaming device of Claim 46, wherein said memory device is selected from the group consisting of a magnetic disk, a read only memory, a compact disk read only memory and a random access memory.

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48. The gaming device of Claim 35, which includes a payout schedule in said interactive game, wherein said first playing symbols correspond to a first winning symbol set in said payout schedule and symbols selected from said first and second playing symbols correspond to a second winning symbol set in said payout schedule, and wherein said second winning symbol set is associated with a higher payout in said payout schedule than the first winning symbol set.

49. The gaming device of Claim 48, wherein the displayed playing symbols which correspond to the predetermined game outcome are the symbols of said second winning symbol set.

5 50. The gaming device of Claim 48, wherein the first and second winning symbol sets correspond to respective poker hands.

51. The gaming device of Claim 48, wherein the first and second winning symbol sets correspond to respective sets of reel symbols.

52. A gaming device comprising:
- an interactive game, wherein for each play of said interactive game, a predetermined game outcome which is either a winning game outcome or a losing game outcome is obtained from a finite pool of game outcomes;
- a plurality of playing symbols in the interactive game, wherein for each interactive game, a set of first playing symbols is formed from a plurality of said symbols and a set of second playing symbols is formed from a plurality of said symbols, wherein each of said second playing symbols is associated with a respective one of said first playing symbols;
- at least one predetermined designation associated with said first playing symbols;
- a display device adapted to display the interactive game; and
- a processor operable with said display device to control the play of the interactive game by:
- (a) displaying the set of first playing symbols to a player;
- (b) enabling the player to designate a subset of the displayed first playing symbols to replace;
- (c) displaying a subset of the second playing symbols associated with the subset of the first playing symbols designated by the player to be replaced;
- (d) if the player's designation is consistent with the predetermined designation associated with said first playing symbols:
- (i) displaying the second playing symbol associated with at least one of the first playing symbols, and
- (ii) providing said predetermined game outcome to the player, and
- (e) if the player's designation is inconsistent with the predetermined designation associated with said first playing symbols:

(i) displaying a modification of the player's designated subset of the first playing symbols, wherein independent of the player's designation, said modification causes the displayed playing symbols to correspond to the predetermined game outcome, and

5 (ii) providing said predetermined game outcome to the player.

10 53. The gaming device of Claim 52, wherein the displayed playing symbols which correspond to the predetermined game outcome includes the second playing symbol associated with at least one of the first playing symbols.

15 54. The gaming device of Claim 52, wherein said displayed modification includes a sequence of images indicative of alternative playing symbols.

20 55. The gaming device of Claim 52, wherein said displayed modification includes a morphing display in which said one of the first symbols is transformed into the second symbol associated with said first symbol.

56. The gaming device of Claim 52, wherein said displayed modification includes an animation sequence of images.

25 57. The gaming device of Claim 52, wherein each of the first playing symbols represents a respective first playing card and each of the second playing symbols represents a respective second playing card.

58. The gaming device of Claim 52, wherein each of the first playing symbols represents a respective first reel symbol and each of the second playing symbols represents a respective second reel symbol.

5 59. The gaming device of Claim 52, wherein the subset of the displayed first symbols includes zero, one or a plurality of said first symbols to replace.

10 60. The gaming device of Claim 52, wherein the set of first playing symbols has a different number of playing symbols than said set of second playing symbols.

61. The gaming device of Claim 60, wherein the set of first playing symbols has more playing symbols than said set of second playing symbols.

15 62. The gaming device of Claim 60, wherein the set of first playing symbols has less playing symbols than said set of second playing symbols.

20 63. The gaming device of Claim 52, wherein said finite pool of game outcomes is stored in a memory device of said gaming device.

64. The gaming device of Claim 63, wherein said memory device is selected from the group consisting of a magnetic disk, a read only memory, a compact disk read only memory and a random access memory.

65. The gaming device of Claim 52, which includes a payout schedule in said interactive game, wherein said first playing symbols correspond to a first winning symbol set in said payout schedule and symbols
5 selected from said first and second playing symbols correspond to a second winning symbol set in said payout schedule, and wherein said second winning symbol set is associated with a higher payout in said payout schedule than the first winning symbol set.

10 66. The gaming device of Claim 65, wherein the displayed playing symbols which correspond to the predetermined game outcome are the symbols of said second winning symbol set.

15 67. The gaming device of Claim 65, wherein the first and second winning symbol sets correspond to respective poker hands.

68. The gaming device of Claim 65, wherein the first and second winning symbol sets correspond to respective sets of reel symbols.